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2 **In the Claims**

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4 Claims 1 and 46 are currently amended.

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6 Claim 11 is currently canceled.

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8 Claims 1-10, 12-20 and 45-51 are pending and are listed below.

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11 1. (Currently Amended) A game console, comprising:

12 a memory;

13 a processor coupled to the memory; and

14 a console application stored in the memory and executable on the

15 processor, the console application configured to allow selection of a

16 plurality of stored audio tracks by a user of the game console, wherein the

17 game console is further configured to create one or more a soundtracks

18 containing the selected audio tracks and associate each of the one or more

19 soundtracks with one or more particular games such that a particular

20 soundtrack is played when the particular game is launched.

21

22 2. (Original) A game console as recited in claim 1 wherein the

23 memory comprises a hard disk drive.

24

25 3. (Original) A game console as recited in claim 1 wherein the

26 console application is further configured to play soundtracks through the

27 game console.

28

1 4. (Original) A game console as recited in claim 1 wherein the
2 console application retrieves audio tracks from an audio CD in the game
3 console.

4

5 5. (Original) A game console as recited in claim 1 wherein the
6 console application retrieves audio tracks from an audio DVD in the game
7 console.

8

9 6. (Original) A game console as recited in claim 1 wherein the
10 console application retrieves audio tracks from a game disc in the game
11 console.

12

13 7. (Original) A game console as recited in claim 1 wherein the
14 console application retrieves audio tracks from an online source coupled to
15 the game console.

16

17 8. (Original) A game console as recited in claim 1 wherein the
18 console application stores the soundtrack in the memory.

19

20 9. (Previously Presented) A game console as recited in claim 1
21 wherein the console application stores the soundtrack in the memory as a
22 windows media audio WMA file.

1 10. (Original) A game console as recited in claim 1 wherein the
2 console application retrieves audio tracks from a plurality of audio
3 sources.

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5 11. (Canceled).

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7 12. (Original) A game console as recited in claim 1 wherein the
8 console application is further configured to associate the soundtrack with a
9 particular user of the game console.

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11 13. (Original) A game console as recited in claim 1 wherein the
12 console application is further configured to display a listing of all
13 soundtracks available for playback by the game console.

14

15 14. (Previously Presented) A game console, comprising:
16 a memory; and
17 a processor coupled to the memory, the processor being configured
18 to present a first user interface to facilitate selection of stored audio tracks
19 used to create a soundtrack containing the selected audio tracks, the
20 processor further configured to present a second user interface to facilitate
21 playback of created soundtracks stored in the memory.

1 15. (Original) A game console as recited in claim 14 wherein the
2 second user interface is further to facilitate the associating of a selected
3 soundtrack with a particular game such that the selected soundtrack is
4 played when the particular game is launched.

5

6 16. (Original) A game console as recited in claim 14 wherein the
7 second user interface further facilitates the associating of a selected
8 soundtrack with a particular user of the game console.

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10 17. (Previously Presented) A game console as recited in claim 14
11 wherein the audio tracks are retrieved from a plurality of audio sources.

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13 18. (Previously Presented) A game console as recited in claim 14
14 wherein the audio tracks are retrieved from a single audio source.

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16 19. (Original) A game console as recited in claim 14 wherein the
17 first user interface facilitates creation of a soundtrack by presenting a list
18 of audio sources from which to select audio tracks.

19

20 20. (Original) A game console as recited in claim 14 wherein the
21 first user interface facilitates creation of a soundtrack by presenting a list
22 of audio tracks available from a selected audio source, the first user
23 interface further facilitating selection of an audio track from the audio
24 source for including in the soundtrack.

1 21 – 44. (Canceled).

2
3 45. (Previously Presented) A game console as recited in claim 1
4 wherein the console application is further configured to allow a user to
5 associate a name with the created soundtrack.

6
7 46. (Currently Amended) A method comprising:
8 identifying a plurality of stored audio tracks accessible by a game
9 console;

10 displaying using the game console at least a portion of the plurality
11 of stored audio tracks to a user;

12 receiving with the game console information regarding audio tracks
13 selected by the user; and

14 creating with the game console a soundtrack containing the audio
15 tracks selected by the user.

16
17 47. (Previously Presented) A method as recited in claim 46 further
18 comprising associating a name with the soundtrack.

19
20 48. (Previously Presented) A method as recited in claim 46 further
21 comprising storing the soundtrack in a storage device.

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23 49. (Previously Presented) A method as recited in claim 46
24 wherein identifying a plurality of stored audio tracks includes identifying
25 audio tracks on a storage medium in the game console.

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2 50. (Previously Presented) A method as recited in claim 46
3 wherein identifying a plurality of stored audio tracks includes identifying
4 audio tracks accessible from an online source coupled to the game console.

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6 51. (Previously Presented) A method as recited in claim 46
7 wherein identifying a plurality of stored audio tracks includes identifying
8 audio tracks from a plurality of audio sources.

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